FIG. 1

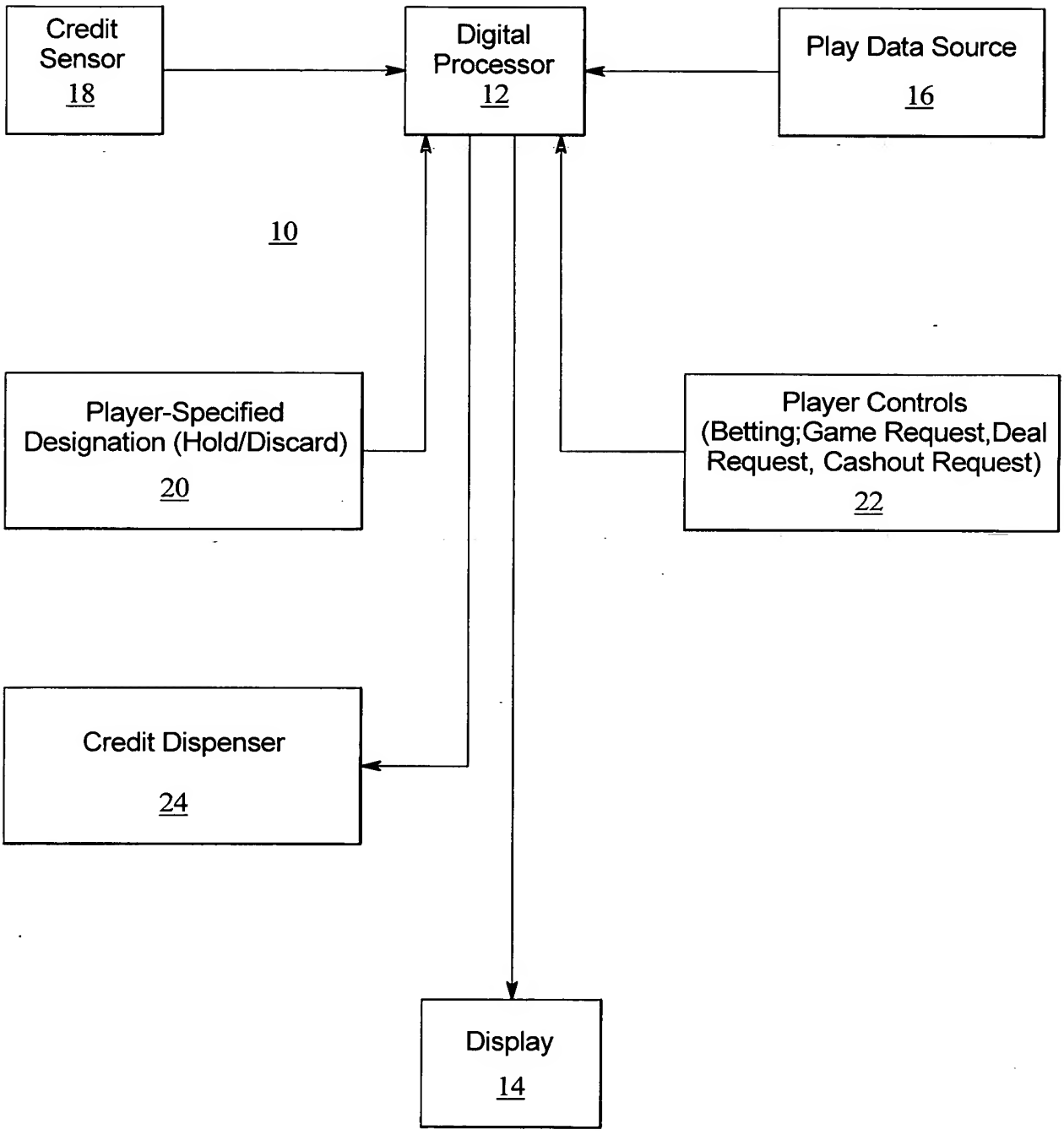

Credit Sensor 18
Digital Processor 12
Play Data Source 16
10
Player-Specified Designation (Hold/Discard) 20
Player Controls (Betting;Game Request,Deal Request, Cashout Request) 22
Credit Dispenser 24
Display 14

FIG. 2A

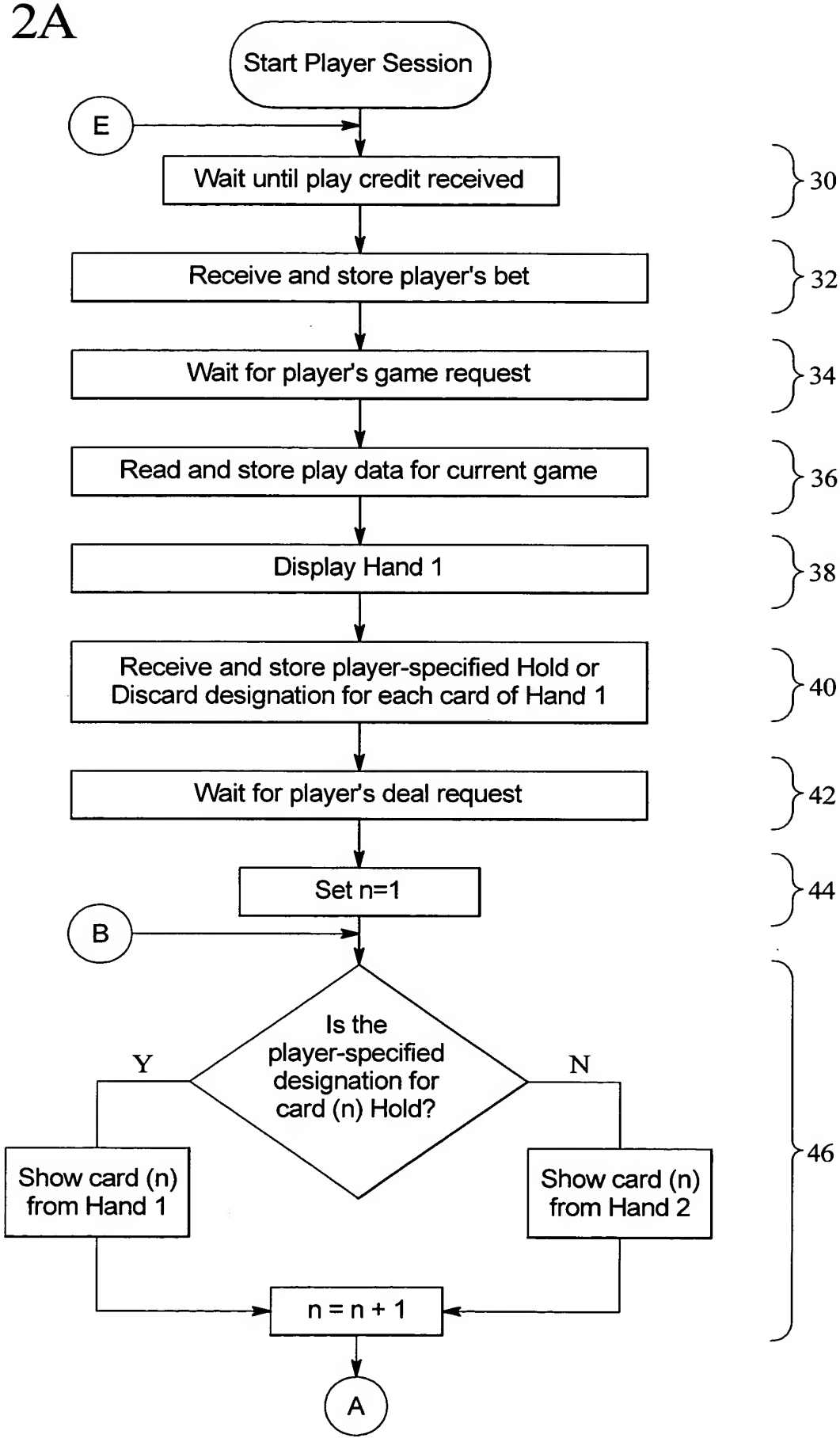

Start Player Session
E
Wait until play credit received
30
Receive and store player's bet
32
Wait for player's game request
34
Read and store play data for current game
36
Display Hand 1
38
Receive and store player-specified Hold or Discard designation for each card of Hand 1
40
Wait for player's deal request
42
Set n=1
44
B
Is the player-specified designation for card (n) Hold?
Y
N
Show card (n) from Hand 1
Show card (n) from Hand 2
46
n = n + 1
A

FIG. 2B

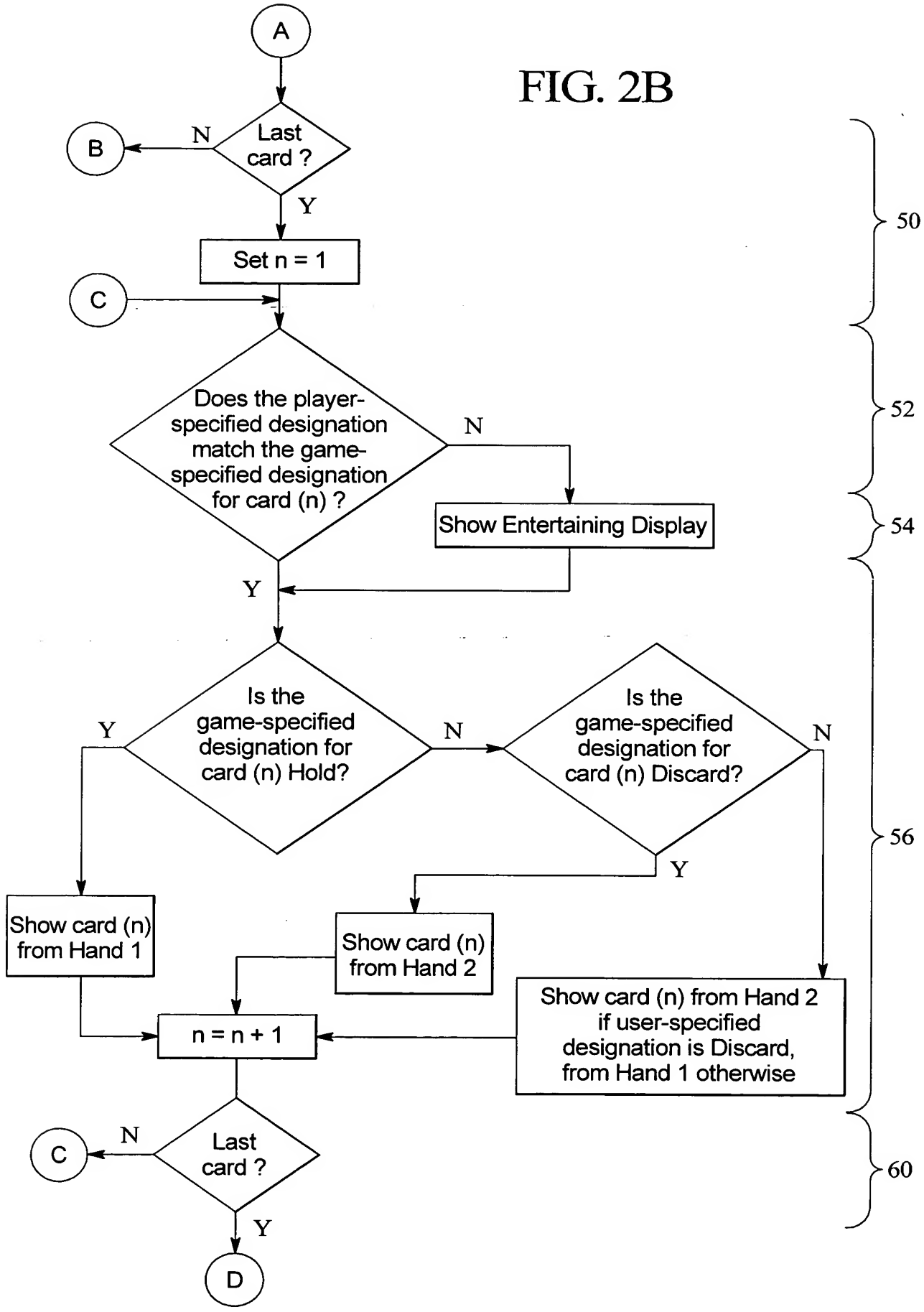

A
B
N
Last card ?
Y
Set n = 1
C
Does the player-specified designation match the game-specified designation for card (n) ?
N
Show Entertaining Display
Y
Is the game-specified designation for card (n) Hold?
Y
N
Is the game-specified designation for card (n) Discard?
N
Y
Show card (n) from Hand 1
Show card (n) from Hand 2
Show card (n) from Hand 2 if user-specified designation is Discard, from Hand 1 otherwise
n = n + 1
C
N
Last card ?
Y
D
50
52
54
56
60

FIG. 2C

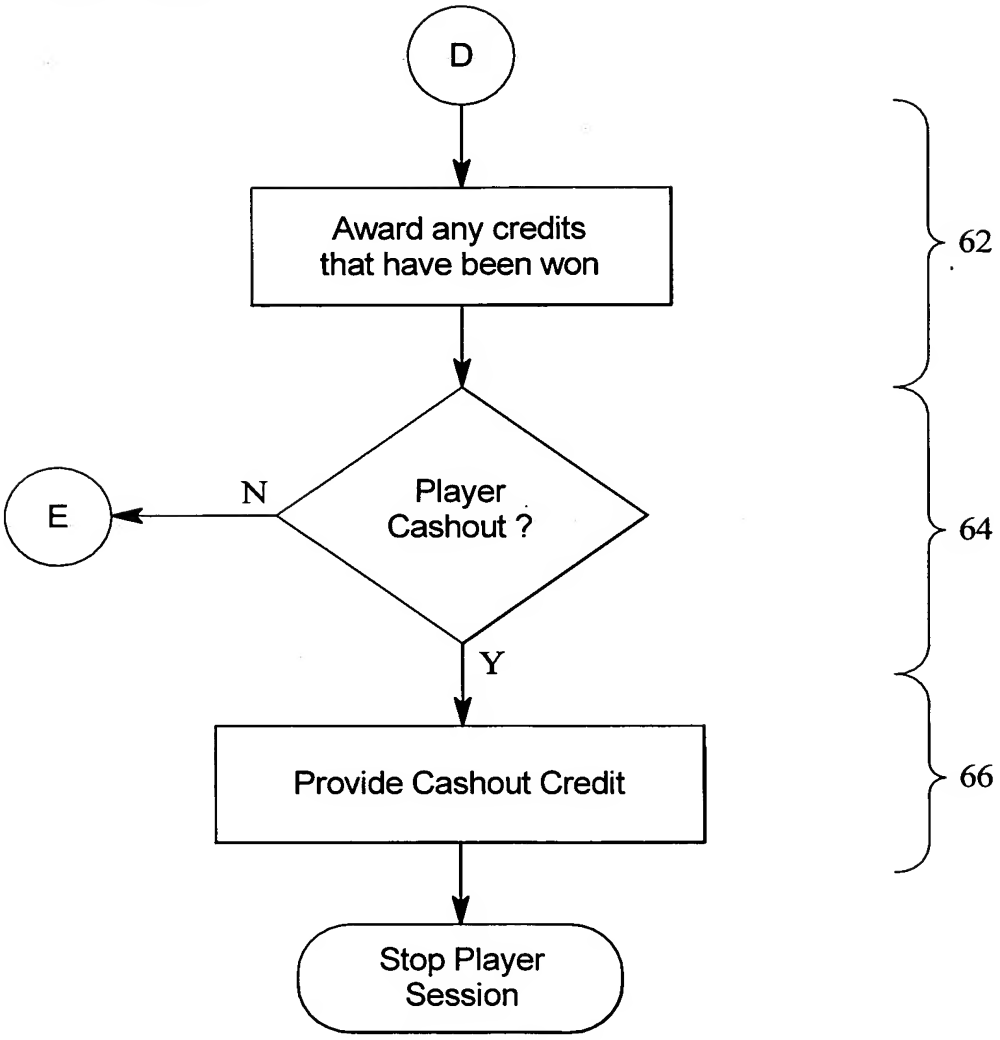

D
Award any credits that have been won
Player Cashout ?
N
E
Y
Provide Cashout Credit
Stop Player Session
62
64
66

FIG. 3

| | Card 1 | Card 2 | Card 3 | Card 4 | Card 5 |
|---|---|---|---|---|---|
| Hand 1 | 5 Hearts | 6 Hearts | 7 Spades | 8 Hearts | 3 Clubs |
| Hand 2 | 5 Spades | Q Diamonds | 4 Clubs | 8 Spades | 9 Hearts |
| Game-Specified Designation | Ignore | Hold | Hold | Ignore | Discard |

Hand 1

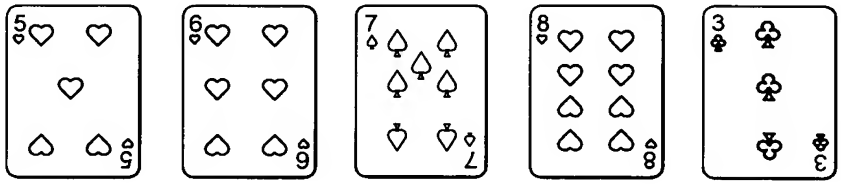


FIG. 4A

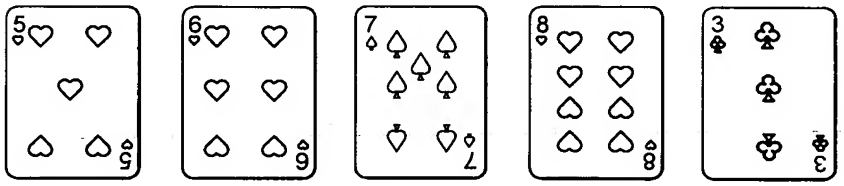


FIG. 4B

D H D H H

Intermediate Hand

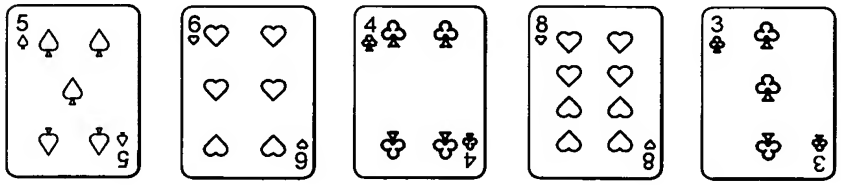


FIG. 4C

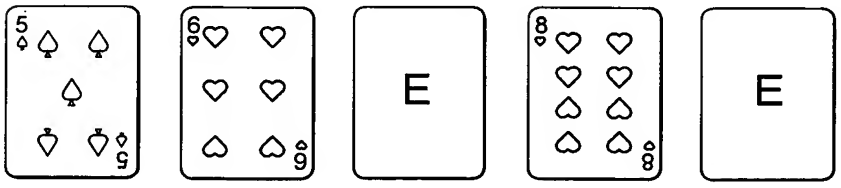


FIG. 4D

Final Hand

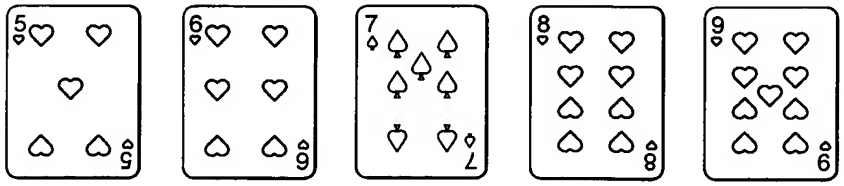


FIG. 4E

FIG. 5

| | Card 1 | Card 2 | Card 3 | Card 4 | Card 5 |
|---|---|---|---|---|---|
| Hand 1 | 5 Hearts | 5 Diamonds | Q Clubs | 8 Spades | 4 Hearts |
| Hand 2 | 7 Hearts | 6 Diamonds | 5 Clubs | 4 Spades | 9 Hearts |
| Game-Specified Designation | Hold | Hold | Discard | Discard | Hold |

Hand 1

FIG. 6A

FIG. 6B

H H H D D

Intermediate Hand

FIG. 6C

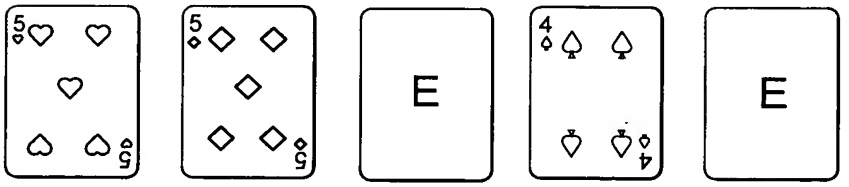


FIG. 6D

Final Hand

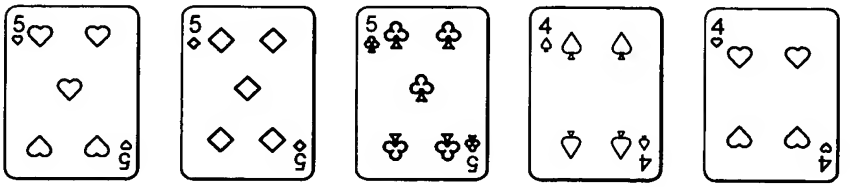


FIG. 6E

FIG. 7

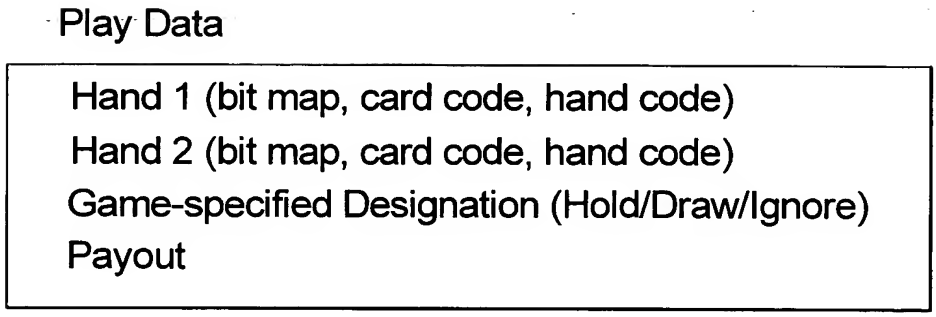
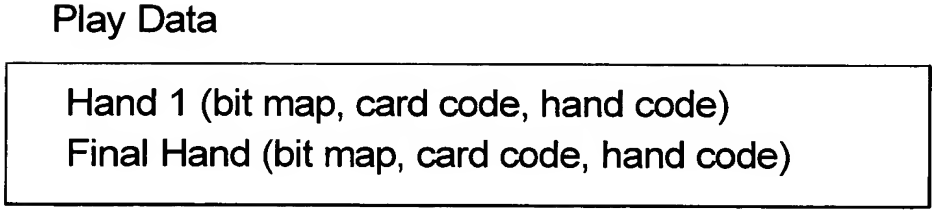

Play Data
Hand 1 (bit map, card code, hand code)
Hand 2 (bit map, card code, hand code)
Game-specified Designation (Hold/Draw/Ignore)
Payout

FIG. 8


Play Data
Hand 1 (bit map, card code, hand code)
Final Hand (bit map, card code, hand code)